GAME & WATCH™
PANORAMA SCREEN

MICKEY MOUSE

(DC-95)

INSTRUCTION

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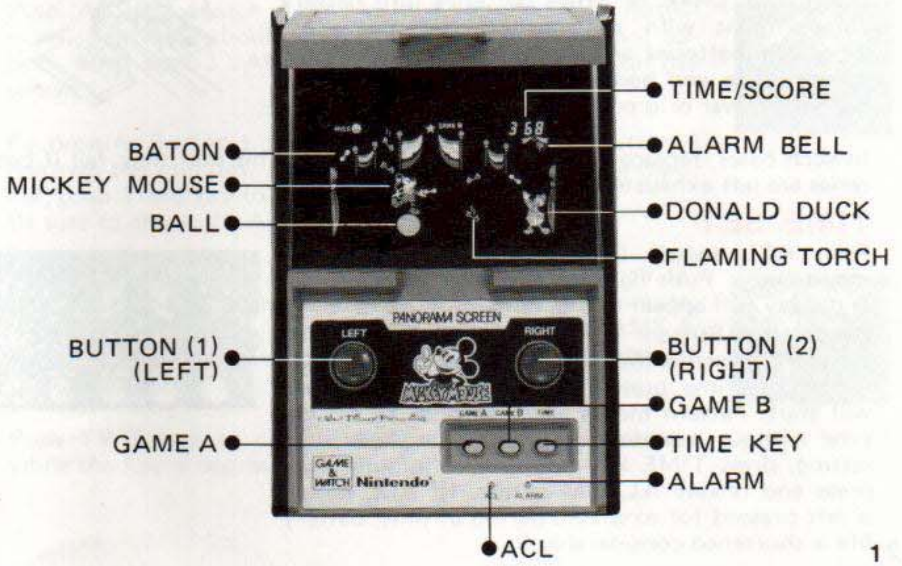
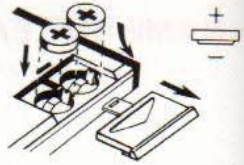
NAME OF EACH PART



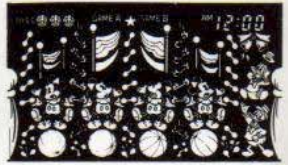
INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or is completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET



Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold down. A display will appear as illustrated.

By pressing Button 1 you will control the hours. Button 2, controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time.
Be sure to check the AM/PM time.

When the pre-set alarm time is reached, ALARM bell appears. The bell flashes and rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bell appears without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Mickey Mouse performs baton acrobatics while balancing on a ball in a circus. Donald Duck watches his acrobatic feats.
Move Mickey Mouse LEFT and RIGHT to catch the batons, but beware of the flaming torches.

(Control Buttons)

(1) Button 1 (LEFT) ..... To move Mickey Mouse left.
(2) Button 2 (RIGHT) ..... To move Mickey Mouse right.

(The Beginning Of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.

(Points)

One point for each baton Mickey Mouse catches and tosses. Maximum display score is 999.

(Miss)

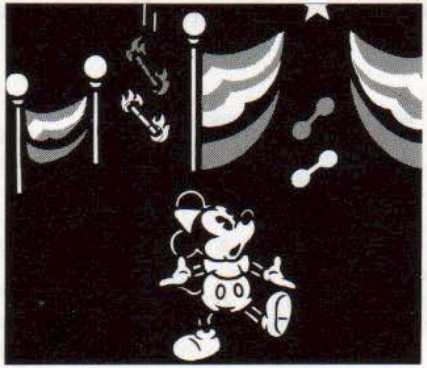
One miss is scored when Mickey Mouse fails to catch a baton, or when he catches a flaming torch. Three misses and the game ends. When the game is over, time display function will return after about five minutes.

(Bonus)

When the score reaches 300 points, a bonus melody sounds and all misses are cancelled. If there are no misses, the game goes into CHANCE TIME. During CHANCE TIME, the score flashes and all points are awarded at double value until one miss is scored.

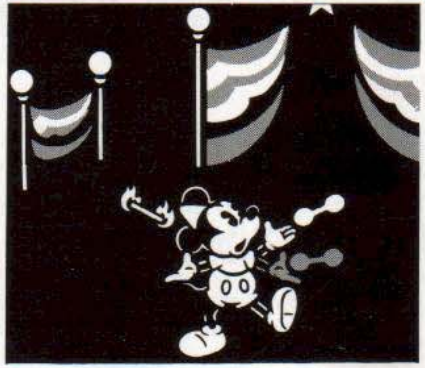
THE OPERATION OF CONTROL BUTTONS

1



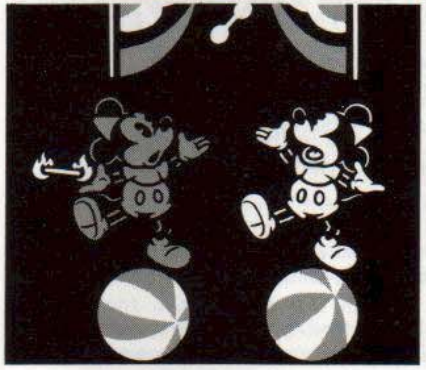
After the GAME START melody ends, batons and torches appear on the screen.

2



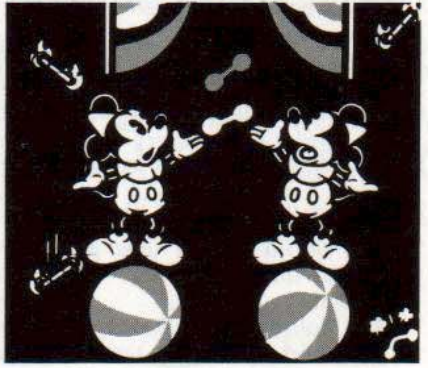
Move Mickey Mouse to catch the batons. He will automatically toss up the batons he catches.

3



Keep Mickey away from the flaming torches that occasionally fall.

4



For a high score, determine which hand is available to catch the batons falling in the center of the screen.

Batteries and Liquid Crystal

Batteries

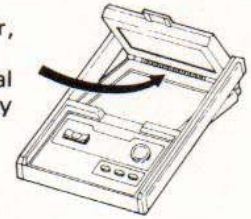
1. When batteries are removed from the GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

* The liquid crystal uses glass parts. If should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid storage at an extreme temperature or any heavy shocks.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As the unit is a precision instrument, do not attempt to take it apart.
5. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
6. Do not place hand on the screen part of the unit. Light is required to enter into the unit from the upper side of screen.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner, benzine or alcohol for wiping.
9. Be careful not to press the liquid crystal display heavily, otherwise, the display may fail.



SPECIFICATIONS

Dimension	: 98mm(W) x 21mm(H) x 146.5mm(D)
Net Weight	: 205 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

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